

THE QUESTORIAN

Vol. 2; Issue 02; Page 01

Electrify Your Imagination!

Second Quarter 2017

Better Late Than Never! (Editorial)

The Questorian – our club's newsletter extraordinaire! A work in progress with the keyword there being WORK. It sometimes feels like pulling teeth to get it done and published but here we are at last! Sorry for the delay (this was supposed to be out on April 1st, it is now the 12th). Our plan is to publish a new Questorian once every quarter (3 months) so our next one should be out on or around the beginning of July. We want to thank everyone who has contributed to The Questorian and urge all of you reading this to do the same! Stories, opinions, reviews, artwork, campaign updates, anything you think might be interesting and relative to our club. We welcome submissions from members, applicants, and guests – all are welcome! If you would like to send us something, please email: QCGAiowa@gmail.com. Thanks and, we hope you enjoy this edition of... The Questorian!

Gen 2's First Membership Poster in the House!

By: Zack Infanger

Back in the old “Gen 1” of Quest Club, one of our traditions was the Annual Membership Poster. Each year some member would volunteer to create an artistic interpretation of our logo, name, and imagery relevant to our club while leaving enough open space for all the members of that year to sign their names as a remembrance and nod to the fraternity that was Quest Club of old. I'm happy to see that the Gen 2 membership is keeping this tradition alive! I'd like to thank Arlene and Charlie Brown for taking on the task this year and give them a “gold clap” for their design and work on this most excellent poster!



Look Ma! I'm on TV!

By Zack Infanger

Back in February (15th to be exact), our club was given a short appearance on the local news! KIMT, the local CBS affiliate news station, sent out a report named Brian Tabick and his camera. Brian spent a good half-hour to an hour here, interviewing yours truly and recording footage of our members mock-playing an RPG for the camera. Later

that night we tuned in and there we were!... For all of a minute. BAM – that was it... over... done. Kind of a “We're here Iowa!” moment for us. I had planned to include a link here for you to go and see it for yourself, but alas – the segment has been laid to rest (404 page not found). Bummer. So I guess you'll have to settle for this still shot. I'll try and see if I have it saved and maybe we can have our Information Officer (Noah) put it up on the site. We'll see!



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Quest Club's 2017 RPG Master's Tournament!

By: Charlie Brown

(Editor's Note: Besides a very limited amount of editing, this article was written by our 11-year-old member. Good work Charlie!)

The 2017 masters tournament was the first event of the second generation Quest Club. The people at Now & Then in Mason City, IA were kind enough to give us space to play the 2017 masters tournament. It was managed by the club's director Zack Infanger and set up by the club's special events organizer Joseph Coombs. It happened on March 25th. The tournament was split into three rounds, "The Island", "The Coliseum", and "King of the Mound".

During the island round everyone searched and battled for magic totems that granted special items or amazing advantages for the battles ahead. Some players collected quite a few, others only one or two, but all ended up with a little something. On the battle map, the magic totems were represented by collectable dice that the players got to keep as a souvenir.

In the Coliseum round everyone had one-on-one battles until one champion remained. There were twelve amazing battles that were fought to decide who won the grand prize. When all was said and done, Joseph Coombs won the grand prize of a \$25.00 gift certificate. Congratulations to our Tournament Champion!

During the king of the mound all of the players competed in an all out brawl, fought to the last man standing. Noah Brown won the runner up prize of a \$10.00 certificate.

The event had a good turnout with both Quest Club members and guests. We met a lot of fun gamers and hope to see them again at our next event and maybe even as new applicants to our club. Later this year we will have another tournament (the "Player's Tournament" where players work in teams to complete a story scenario). Our plan is to run both the Master's Tournament (player versus player) and the Player's Tournament (teams in a story) annually. We want to give a thanks to all the people who played in this tournament. We hope to see you in our next tournament!

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QC Movie Night Review

By: Zack Infanger

On April 6th, our club got together at the Forest City Theater and enjoyed a night of popcorn, candy, soda and Disney's new live action version of the classic - "Beauty and the Beast". Our group consisted of Arlene, Ridley, Charlie and Gabe Brown as well as Joe and Josh Coombs. Xander - we missed you buddy! Many thanks to our Special Events Coordinator (Joe) for setting it up and to Joe, Josh, Noah and Ridley for volunteering work at the theater in order to score us some free tickets. Good on ya!

This was the first time I'd been to the Forest City Theater and I must take a moment to say that it is a nice little theater with an old-style feel. Clean, cozy, and not at all crowded it is a nice place to see a show. Pre-show, the screen shows little commercial clips for local businesses (which Quest Club may be included in some time in the near future). The theater manager and our hosts (HP and his wife) made us feel welcome and at home. The prices are very reasonable (with tickets costing \$4 for adults and \$3 for kids). I also found their snack bar prices quite fair (as I was able to get drinks, candy, and popcorn for four for under \$20). The theater's nightly show is at 7pm, single screen, with shows changing every couple of weeks or so. Go to www.forestcitytheatre.com for more information.

As far as the movie, at first I did not think that Beauty and the Beast would be a good Quest Club movie since we do so much role-playing (Lord of the Rings or Avengers seems more akin to the RPGs we play) but I was wrong. The movie had fantasy, magic, duels... and a good amount of romance and singing. Being Disney's live-action version of the classic animated tale from the early 90's, I wasn't sure if it would hold up but I found it did so fine. The Beauty (Belle) was played by Emma Watson and The Beast was played by Dan Stevens. Both did well (though I did have some chuckles to myself as I kept waiting for "Hermione" to cast a spell or something - LOL). Luke Evans did a great job as the ego-fueled bad-guy Gaston, my personal favorite. I found that he got a bit more brutal in this one than I had expected but it was well-done. Josh Gad played Gaston's sidekick LeFou and I found that he kind of blended into the background, forgettable. Kevin Kline played Maurice (Belle's father). His performance wasn't over the top but he did leave an impression - absolutely a good actor, I'd say. I was pleasantly surprised to see Ian McKellen was the one who played the clock "Cogsworth" and of course, did excellent. The rest of the cast included superstars like Ewan McGregor, Stanley Tucci, and Emma Thompson to name a few. The songs, the romance, the drama and the comedy all melded well together and stirred emotions ranging from laughing out loud to even a hint of a happy tear near the end (yeah, I'm in touch with my emotions - deal with it!). As I've often done - I judge movies

based on a scale of: "Worth Full Price", "Matinee", "Rental", "Wait for TV", or "Skip it". In the case of Beauty and the Beast, my feeling is "Matinee". It is worth seeing in a theater for the songs in surround sound. It is a good movie, especially if you want to do something with your kids. That's about the long and short of it. Thanks to all for coming out. I hope to see you at the next one (which, I hear, is likely to be "Guardians of the Galaxy 2" in May!



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Playing Bad Guys

An opinion article

By: Corbin Ebert (QC-OG)

Full disclosure: My best character of all time was a bad guy. But, in his case, I give all the credit to the GM and the other players in the group for elevating him to that favored status. This article isn't to say that you can't play a bad-guy character but instead, that you shouldn't.

Section One: Groups of Bad Guys

I am firmly against having an entire group of bad-guy characters in a prolonged campaign. One of the main reasons is that the game systems themselves are built for good-guy character groups. The game worlds and rules are heavy tilted towards good characters defeating evil monsters. The perfect example is a Monster Manual. A casual flip through any monster manual will quickly show how few good aligned monsters are actually created. There's only so many encounters of the "Good Triumvirate" (a Paladin or a Gold Dragon or an Angel) that a group of bad-guy characters can battle. Don't get me wrong, it sounds great for low-level characters to take on a Unicorn but it gets boring pretty quick. It sounds fun to be able to do whatever you want, whenever you want because you're bad-guys but I say it isn't so. I've found that in order to maintain the interest, bad-guy characters need to constantly "up the ante" on what I call the "Despicable Scale" by having their previous shocking action outdone by more outlandish ones.

Consider that a player-group of bad-guy characters is also very difficult for the Game Master (GM). The story-teller has to create some type of bonding element that holds the group together. What is the linchpin? How does a GM create a story arc where there's steady pressure for the "ne'er-do-wells" to coordinate and work together? At what point do they turn on each other? Or when does their Patron back stab them? Even if the group doesn't have a Patron, they still have mundane contacts and others that are just as evil and malicious as they are. Hence the common phrase, "There's no honor among Thieves." Here's a real world statistic – real-world gang-members*:

90% are arrested by age 18. 60% are dead or in prison by age 20. The average life expectancy of an active gang member is: 20 years, 5 months. Why do real life gang members have such insanely low life expectancy? It's not because they have violent lives (which they do). It's because gang members are selfish and unreliable in and of themselves. They'll betray each other for drugs, money, or sex. A gang isn't like a family contrary to what they'll tell each other but instead, a real life example that when you get too close to the fire, you will always get burned.

Another disadvantage of an all bad-guy group is how soon they cap out. I have seen such parties get to fifth level, maybe even seventh level – but certainly no more. There is just too many forces tearing them apart. In any good story arc, teamwork and coordination that turns individuals into something greater than the sum of their parts is what wins the day. If you truly role-play really bad characters you will find that they just can't give enough of themselves to reach that high level of cooperation.

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Playing Bad Guys (continued)

The final reason that I have against a party of bad-guy characters is the worst element in all of role playing – in-party fighting. This is terrible for everybody involved whether you are the GM, the players, and even the PC's on the sidelines. PC fighting becomes player fighting. I've seen "in-party fighting" have ramifications. A domino-effect which often branches out into other campaigns. And when it gets ugly; it gets ugly!

Section Two: The singular bad-guy.

Playing a bad-guy in an otherwise good-guy group can be done. As mentioned in my introduction, it can be fun and it can be epic. But know this: your character needs to be invaluable to the overall group. A group of good-guy characters is not (and should not) put up with all the headaches of having an overtly evil character amongst them – unless you are worth it. This means that you have to work extra hard as a role-player. Doing what you want and following your selfish whims actually becomes HARDER. There's a fine line that has to be maintained in order to be that frustratingly square peg being pounded into a round hole.

Playing a bad-guy character can be counter-intuitive. On the one hand, in the most simple terms, being a bad-guy means that you can do anything. You get to play outside the Lawful Good rules of society and realistically do anything you picture in your mind's eye. The counter-intuitive part is that you really can't do anything. As the player character, you have to walk a fine line, pushing the boundaries between what the good guy PCs will accept and what your bad-guy PC can get away with. For example: If you are playing with exceptional role players and they catch you outright committing a heinous crime then there has to be a ramification. Going to prison or worse SHOULD be real possibilities for overtly evil character actions. The thrill of playing a bad-guy character is not what you can do, but what you can get away with doing in the face of a good-guy party.

There's significant potential for fun and great role-playing as the good-guy characters have to cover up for you with the authorities or other NPCs but watch out as this can be tedious for them. At a certain point it won't be fun anymore. The best example I can give is this: Back in the Eighties there were many Hard Rock songs that included a guitar solo. Where the lead guitarist would show off for a good one or two minute stretch. Why did mass guitar solos seem to die-out after the Eighties? Because it got boring and old fast. Picture yourself as a musician within an orchestra. You have to play your instrument in a supporting role of all the other instruments. Otherwise, the music sounds flat, out of tune, and disjointed. At some point you have to give back.

It can seem like a bad-guy character does nothing but take, take, take in some way from the good-guy characters. That can't be allowed to happen. Successful integration of a bad-guy character requires something more. During the long life of character growth to maximum level, you're going to have to create stages wherein you give back to the party. Giving back can take the form of some quirky loyalty traits. Or perhaps in the form of a slow-played charlatan's scheme. You as the player need to make those decisions. Ultimately, you need to remember that your goals as a first level character should not be the same as your character's goals at 5th level, 9th level, 15th level and so-on. Part of role playing is evolving.

I encourage you readers to try a bad-guy character at least once in your role-playing lifetime – just for the experience of it. I truly hope that when all is said and done that you look back and see how much your character has morphed since your initial concept. I hope you also heed and evaluate some of my warnings. Work hard on developing your bad-guy character – for the road should be hard! But it should also be rewarding for everyone in the group, if done right!

*Sources: <http://police.conroeisd.net/docs/mastergang.pdf> & http://www.answers.com/Q/What_is_the_life_expectancy_of_a_gang_member#slide=2

Editor's Note:

What do you think of this opinion? Let us know! Send us a response to this article or submit an opinion article of your own! Thanks again to Corbin for his submission!



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CAMPAING UPDATES

(Short serial stories from the various role-playing games of Quest Club)



Brethren's Blood

BDZ House Rules RPG

By: Zack Infanger

"Avast mateys and bend yer ear fer another tale told in Brethren's Blood! We rejoin our Brethren after a year gone by, in the time of Captain Morgan and the English foothold in the Caribbean - the year of our lord 1656. Behind us lies the English taking of Jamaica from the Spanish and the failed journey into the Jungle depths of New Spain in search of native treasure. Gentleman-Adventurers have risen, fallen, died, risen again, and been replaced with new men. The road thus far has been a rocky one, filled with many obstacles and pitfalls to be sure. Now, called upon by their patron Morgan, Brethren men gather for another mission.

In today's tale we meet with our men as they agree to Morgan's request to aid Juan Ramirez De Vasca - at one time an enemy pirate hunter for the Spanish but now turned, convinced by Morgan to act as an agent of the English. Foremost among today's Brethren crew are the Blackwater brothers Edward and Elliot and their best mate - the man whom fate smiles upon - "Lucky Theo". Together with other loyal Brethren crewmen, they agree to Morgan's request and, despite a serious disdain for any Spanish, meet with De Vasca.

They find the Spaniard to be an affable fellow and a generous patron. He tells them that a valued spy of his has broken off contact and needs to be found. Last reported in Santa Catalina (a strategically important small island North of the Spanish Main), he was gathering vital intelligence for Governor Venables, Captain Morgan, and a potential Brethren invasion of the isle. De Vasca wants him back safe and sound if possible or, at least an answer to his disposition. He asks our daring crew to set out amid stormy seas, infiltrate the island of Santa Catalina, and find Hernandez. In exchange, he offers 40 acres of prime plantation land he has here in Jamaica - a valuable source of recurring income. A deal is made, articles were written, crew and provisions acquired and the ship sets off!

Two days... that's what it should take to get to Santa Catalina. However, the direct route carries the ship through Uncharted Waters, where it is known leviathans roam and terrors of the deep sometimes make whole ships simply disappear. Still, time is of the essence and the crew is brave - morale is high. Into the stormy sea, they go. Most of the journey is rough waters but they make way in good time all the same. Danger descends and threatens disaster at one point as the spirit of the storm coalesces and reaches out for the Brethren crew and ship. Thanks to the skills of the good captain and his helmsman (and maybe with a bit o' luck), they steer clear of the angry spirit of the sea and manage to weather the storm. Upon the morn, there ahead lies the island of Santa Catalina.

Disguised as Dutch Merchants (a nation currently neutral in the war and known to trade openly with the Spanish), the wily masters of the crew talk their way past the Spanish patrol Barques and are given permission to dock. From there (and with a bit o' bribery to the port authorities) the Brethren - er', I mean - the "Dutch Traders" are free to move about the town. And thus they do - asking questions and seeking Hernandez at merchant houses and low-quarter taverns both. Unfortunately, their questions raise some suspicion and a scuff-up between two Tercios (Spanish soldiers) and the Brethren crew results in unconscious Spanish men dumped in a privy and a new cover story undertaken - that of two Tercios guiding three foreign prisoners to the fortress dungeon.

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Brethren's Blood Campaign Update (continued)

With some good disguises, witty Spanish words, and careful approach - the Brethren infiltrate the fortress in two teams: prisoners, locked below and soldiers praying at the church within the fortress. With skill, daring, and some smuggled items, the prisoner team escape their cells and find their goal - Hernandez, half beaten to death, chained to a cell wall. At the same time, the Tercio team search the fort church and find a secret passage that leads to the dungeons, by way of the main powder magazine.

A two-pronged surprise attack is launched in the middle of the night while the majority of the Spanish troops are asleep. The battle rages below in the dungeons, grenades explode and men fall - wounded, bleeding, some dying - on both sides but through it all, the Brethren successfully fight their way back to the secret passage with Hernandez in tow. Pinned down by the Spanish Soldiers and desperate, the remaining brethren fall back on a tactic they have come to love - "blow everything to hell!". They light a fuse to the powder magazine and take cover. The resulting explosion devastates an entire tower and partial wall of the fort - throwing the defenders into disarray. In the chaos, the Brethren and Hernandez dash towards freedom, through the breach in the wall, to dive into the sea below - the whole while shots ringing out all around them. Death finds another of the Brethren mere moments before escape but his sacrifice serves to allow the others to make it to the sea with Hernandez and swim for it. In the meanwhile, the loyal crew, seeing the explosion, fights free of the tercios at the docks and sets quick sail with their ship - heading to open water as fast as they can with intent to pick up their swimming mates and get to open water. Amidst cannon blasts and chased by Spanish patrol ships - they fish their men out of the water thus saving Hernandez, the Blackwater Brothers, and Lucky Theo. With a desperate cry, captain Edward Blackwater orders "full sail lads! Get us out of here and outrun those enemy ships!" Fast and nimble, the Brethren pirate sloop quickly outdistances the Spanish warships and as night falls, disappears into the dark and to freedom!

Again across the unknown stormy seas the ship sails - determined to reach Port Royale (their home base) and successfully complete their mission. Alas, it will not be unhindered - for, in the muggy fog of the second day, they spot a ship - a ragged, ghostly ship - in pursuit. It closes the distance. The Brethren try to flee but the ghost ship is faster. Ghostly cannons blast through the night air and rake the Brethren ship. Those that fall to these ghostly guns rise anew as zombies and attack their Brethren allies. Quick action on the part of Elliot Black, using a blessed saber, allow him to quickly dispatch the zombie fallen and maintain order on the Brethren ship. The construct known as Artimus - a clockwork gunner - fires back at the ghost ship and successfully batters the ghost ship's mizzenmast thus slowing it enough for Captain Edward to pull away and escape. A close call in the worst way, to be sure.

The rest of the voyage flies true and smooth sailing, bringing them home a day late but safe to port. Upon return, Hernandez is turned over to DeVasca who in turn, shows his appreciation with the deed to the 40 acres, as promised. Morgan sends bottles of the best rum - Killdevil Rum - to the crew in thanks for their daring. Together, the Brethren drink and celebrate in the hearty nature that only pirates of the Brethren of the Coast can. Both celebrating their victory and toasting their fallen comrades. Spinning tales of bold explosive escapes and daring conflict with ghostly raiders, the Brethren crew regales - and foretells even more to come - the next time they are called upon and set sail for God, for the King, and to Get Rich! Hazaah!



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CAMPAING UPDATES

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Ducandor

BDZ House Rules RPG

By: Ridley Brown

A small group of adventurers from the ever peaceful town of Ivywood were asked to go to the bustling city of Ducandor to help eradicate the necromancers in the mountains nearby. After some turbulence in their quest they make it to the mountains to find the lair of the necromancers... empty like whoever lived there left in a hurry. In their quest they found tracks up into the mountains which were thought to be left by the necromancers. When following the tracks up into the mountains the party found themselves falling down an angled pit trap. At the bottom they found a dungeon in which they had to fight their way up the ever hardening levels. All to make it to the top to continue their prior quest to defeat the Necromancers.



The Shadowmen

BDZ House Rules RPG

By: Arlene Brown

ATTENTION:

All Citizens under the rule of Emperor Marcus in West Avalon

Wars and injustices have been spread far and wide across these lands in recent years. Even such evil and destructive creatures that seem to be spewed from the ground itself in which we call Summoned. We all fight. We all suffer. We all persevere. We must keep on doing just that. Peace will once again reign supreme. Unseen happenings have been going on to reach that goal. Trust in this. Our world is in need of her heroes and they will return. Foes will be defeated. Alliances will be forged. Truths will be revealed. Balance will be restored.

“Emperor” Marcus,

We will be back to finish what we started. You will not know when or where or how but we will take you down. We are looking forward to that day.

The Shadowmen



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CAMPAING UPDATES

(Short serial stories from the various role-playing games of Quest Club)

Strength & Honor

BDZ House Rules RPG

By: Zack Infanger

Caesar is dead - murdered in the Senate House by those he once called friends. In the aftermath came a flurry of war and near-retribution ending with the young new leader Octavian (Caesar's adopted son) and the experienced general Antonius (Caesar's closest ally) working together to put down the betrayers and re-order the nation under a new Triumvirate of their own design. Figuring paramount in all of this are the Heroes of Remus: the man Anticus, the woman Petronia, and Astevor the Minotaur. Through their efforts and skill they served Caesar with distinction and went on to aid both Antonius and Octavian regain order. Allies of both great men, it pained all three when disagreements and in-fighting led to a definitive break between Antonius and Octavian. Forced to choose sides, the Heroes weighed their options - grateful at least for the harsh winter that has stalled any action and thus, given the Heroes more time before having to commit to a choice they never wanted to have to make.

Sitting in their villas, pondering the upcoming decision and enjoying the reprieve from war, the Heroes each in turn receive a summons from a Patrician Noblewoman named "Tiphedora" - known to be the patron of a series of the best brothels and courtesans in all Remus. Her summons requests that they call on her as soon as possible in the Gardens of Bomarzo, upon the Palatine Hill in Remus. In her message she claimed that she is the entrusted carrier of a final secret will of Caesar, directed specifically to The Heroes by name. Without hesitation, the Heroes came together again to answer Tiphedora's summons.

They arrived in the Gardens and found themselves in the midst of a lavish party full of all the hedonistic sights and pleasures only a true Roman Noble could afford. With insistence that the Heroes attend the party and the information that only thereafter would they be given an audience with Tiphedora and of course not wanting to insult, the Heroes complied - "when in Rome" as they say. Soon they found themselves showered with all the delights a Roman party has to offer. The event left them feeling less like participants in debauchery and more like the touch of love itself had come down upon them. It was then that Tiphedora called on the Heroes.

A beautifully sexy goddess of a woman, her voice was like silk and lace. She told them that Caesar had spoken with her prior to his leaving this world. Told her that she could count on the Heroes - his greatest and most trusted servitors. That their loyalty to him and to Rome were second to none. She revealed that though Caesar is dead, he still needed their help. A final ritual blessing MUST be completed - for the final rest of Caesar as well as for the glory and future of Rome itself. They must take a magical golden wreath and place it upon his head. Seemingly simple and at the same time - impossible. Caesar's body was burned to ash and so they told her as much. Tiphedora acknowledged that and told them that through the magic of the ritual, they would be able to complete the task but that she could not say more. She concluded by telling them that if they are willing, they were to head further along in the gardens until they find an unmistakable granite mausoleum. Affirming their loyalty to Caesar even in death - the Heroes took the golden wreath and agreed to head forth.

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Strength & Honor Campaign Update (continued)

Before they left, Tiphedora went to each of them individually, called them by name, came close and commended the Heroes intimately for their love and loyalty to Caesar. She departs them with a kiss on the forehead and a wreath of flowers for Petronia and a boutonniere for the Anticus and Astevor - telling them to wear them throughout the ritual "for added beauty". With that, she departed and the Heroes delved deeper into the Gardens.

Further along in the Gardens, as Tiphedora said - There, they found priests in the midst of a ritual for Caesar. Upon arrival, acolytes took charge of the Heroes, bringing them silently to stand as witnesses and living representatives of Caesar for this ritual. The priests led the Heroes further along, to a mausoleum in the shape of a great demonic maw, known as The mouth of Orcus. Priests wearing mundane off-white robes were there and waiting for them. They silently escorted the Heroes into the mouth and down a set of long winding stairs to a big domed room below.

Inside, the domed room was dominated by a large low ring wall - a well of sorts filled with blackish oil. Three figures were gathered on the far side of the well. One was a man of average height with sharp feral features and a hairline that receded into a widow's peak. His dark complexion, stoic manner, and emotionless, expressionless glare made him quite the bit of mix - both handsome and creepy. The second was a giant of an Orc - fat, bearded, and with one eye. He towered over them all glowering and snorting - making his disdain and hatred obvious. The third was an elderly man - ancient in appearance, with long stringy gray hair and a set of striking steel blue eyes deeply set within dark sunken eye sockets. He sat in the back on a stone seat and said nothing though his gaze was cold and calculating - liken to an undertaker measuring corpses for coffins.

After some moments of stifling silence during which the Heroes felt the judgment of the three adversaries before them, the Orc finally lashed out with a deep and guttural voice, saying:

"You have come here on behalf of the one you knew in life as Caesar, yes? You stand for him, yes? You would see him and hear his words, Yes? If it be so, then take from the wall each of you a torch and dip it into the well."

Dutifully, the heroes complied. Blue flames spread across the surface of the well. The room slowly filled with blue-gray smoke. Soon the whole of the room was filled but it did not choke or otherwise distress the Heroes other than to obscure vision almost completely. The Orc stepped back allowing the handsome one to step forward. Into each of their hands he placed a black silk bag of coins, saying only "There is no treasure more valuable than what you now carry in this pouch". Then he stepped back again. The Orc and the Handsome Man moved to stand on each side of the Old Man who himself rose still staring hard at the Heroes. As he faded into the every thickening smoke he spoke only three words. His voice was a cold and sharp as his gaze: "So Be It". At that moment, the torches on the walls and the blue flame in the well flashed and distinguished, leaving the Heroes in total darkness.

After a few moments, their eyes adjusted as a subtle dim glow that seemed to fill the chamber. The low-light revealed the same room but all, including the Heroes, appeared dim and colorless - shades of gray. Searching the room with their eyes, the heroes came to realize that it was they themselves who stood as the sources of the little light there was. They each were glowing ever so slightly - with a dim yellowish light that totally clashed with the rest of the grayish color scheme around them. With no other options, the heroes made their way out of the chamber, back up the stairs and returned to the Gardens.

Outside, the garden was not what they left. Instead it was withered and winter-like, cold, frosty. No people were around - no one - nothing alive. No wind, no sound - not even the echo of their own steps or breath. There was only a deep gray fog everywhere, hindering vision to only a few yards. Only the three heroes and the withered bushes and trees of the garden. In the distance could barely be heard the sound of water flowing - so distant that the sound was nearly imperceptible. They headed towards it, eventually coming to the edge of a river of dark slow-moving water, the other banks of which could not be seen beyond the ever-present fog. Before them along the edge and hung on a T-pole was a sounding horn. All the components came together as the Heroes came to the revelation that they had left the world of the living and were crossing over to the world of the dead. There was nothing left to do but summon the boatman - Charon. Clearly the intention was for them to cross-over, find Caesar, and complete the ritual in Hades. Fighting off the sinking feeling of doom that seemed to press upon them at every moment - they sounded the horn... and waited.

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Electrify Your Imagination!

Second Quarter 2017

- QC News, Events, & Bazaar -



HBD to...

Joe Coombs (05/06/98)

Ridley Brown (05/09/02)

Hope you have a great one; and many more!



QC Trade Bazaar

Seeking Swag:

Got any old role-playing gear you're not using? Consider donating it to the club! We'll put it to use with our campaign groups and/or add it to the "grab bag" to use as prizes for events and tournaments! Donate? Contact Zack at: Zinfanger@gmail.com

Seeking Star Wars:

We want to play the Star Wars Role-Playing Game – you got a copy? Want to sell it? Trade? Gift it? Contact Zack at: Zinfanger@gmail.com

Editor's Close:

Well, that's about it for this issue of the Questorian. Hope you enjoyed it. Thank you for your readership. Comments? Questions? Suggestions? Want to contribute? Donate? Help out? Check out our website at www.questclubgamers.org or email us at QCGAiowa@gmail.com.

Remember to go out there and help create fun and friendships through the mediums of games and activities! Make it happen! Electrify Your Imagination! Until next time – Be well and happy.

Sincerely,
Zack Infanger

